MASS EFFECT

GAMER

Franchise Special

GAMING
RETRO
TECH
NEWS

15th February 2025

MASS EFFECT

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GAMER

MASS EFFECT GAME RELEASE TIMELINE

2007 MASS EFFECT

2009 MASS EFFECT GALAXY

2010 MASS EFFECT 2

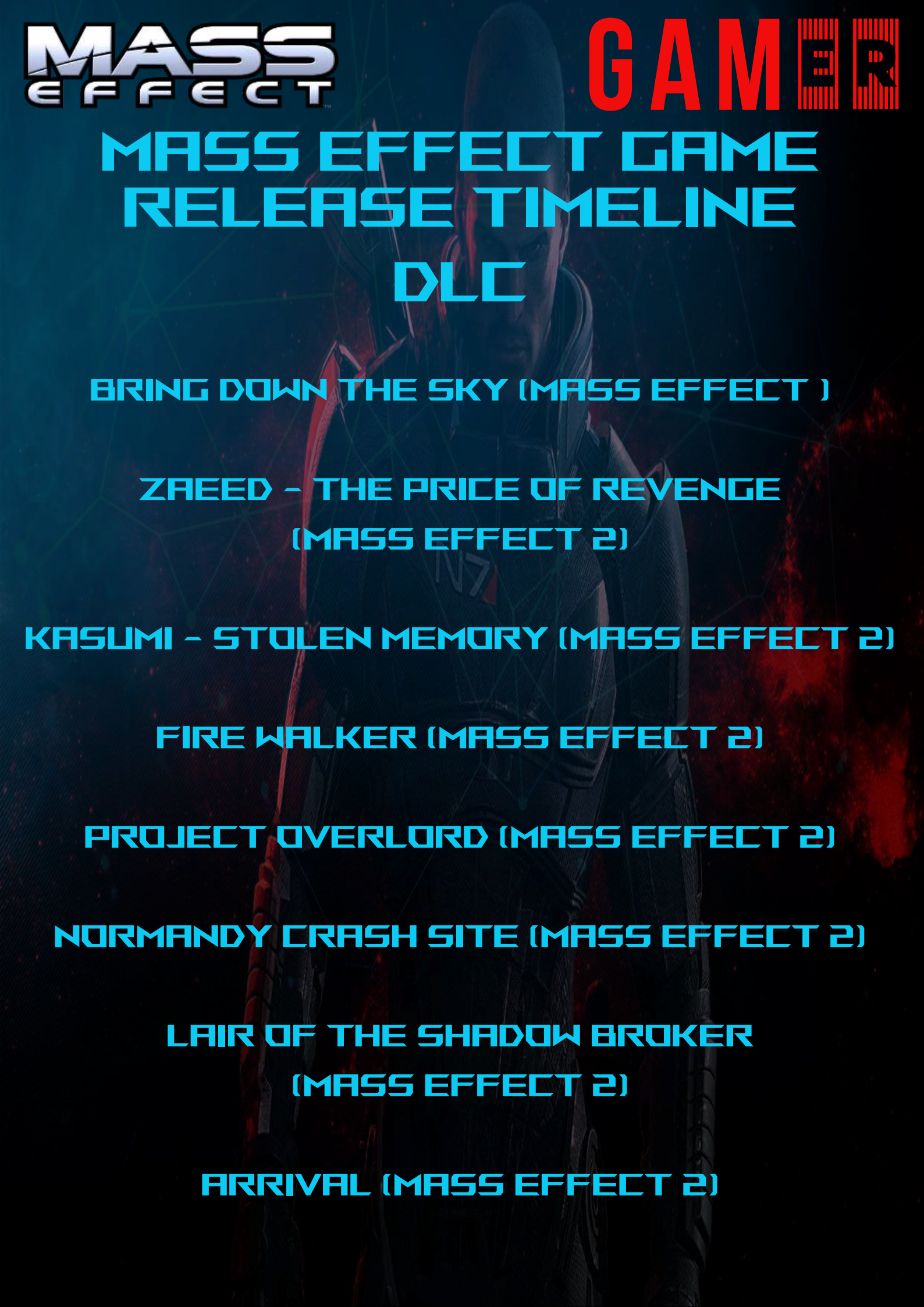
2012 MASS EFFECT 3

2012 MASS EFFECT TRILOGY

2012 MASS EFFECT INFILTRATOR

2017 MASS EFFECT: ANDROMEDA

2021 MASS EFFECT LEGENDARY EDITION



MASS EFFECT GAME RELEASE TIMELINE

DLC

BRING DOWN THE SKY (MASS EFFECT)

ZAEED – THE PRICE OF REVENGE (MASS EFFECT 2)

KASUMI – STOLEN MEMORY (MASS EFFECT 2)

FIRE WALKER (MASS EFFECT 2)

PROJECT OVERLORD (MASS EFFECT 2)

NORMANDY CRASH SITE (MASS EFFECT 2)

LAIR OF THE SHADOW BROKER (MASS EFFECT 2)

ARRIVAL (MASS EFFECT 2)

MASS EFFECT

GAMER

2007 MASS EFFECT

MASS EFFECT IS AN ACTION ROLE-PLAYING GAME DEVELOPED BY BIOWARE AND PUBLISHED BY MICROSOFT GAME STUDIOS, ORIGINALLY RELEASED FOR THE XBOX 360 IN NOVEMBER 2007.

THE FIRST GAME IN THE MASS EFFECT SERIES, AND TAKES PLACE WITHIN THE MILKY WAY GALAXY IN THE YEAR 2183.

MASS EFFECT

MASS EFFECT

GAMER

2007 MASS EFFECT

IN MASS EFFECT CIVILIZATION IS THREATENED BY A HIGHLY ADVANCED MACHINE RACE KNOWN AS THE REAPERS.

THE PLAYER ASSUMES THE ROLE OF COMMANDER SHEPARD, AN ELITE HUMAN SOLDIER WHO MUST STOP A ROGUE AGENT FROM CARRYING OUT THE REAPERS' GALACTIC INVASION.

MASS EFFECT

MASS EFFECT

GAMER

2007 MASS EFFECT

THE GAME INVOLVES COMPLETING MULTIPLE QUESTS THAT GENERALLY INVOLVE SPACE EXPLORATION, SQUAD AND VEHICULAR COMBAT, AND INTERACTION WITH NON-PLAYER CHARACTERS.

PLANNED AS THE FIRST CHAPTER OF A TRILOGY, MASS EFFECT WAS DEVELOPED OVER THE COURSE OF THREE AND A HALF YEARS, AND USES THE UNREAL ENGINE 3.

MASS EFFECT

MASS EFFECT

GAMER

2007 MASS EFFECT

MASS EFFECT WAS DESIGNED SO THAT THE PLAYER WOULD ASSUME THE ROLE OF A CENTRAL CHARACTER THAT COULD MAKE IMPORTANT DECISIONS AND IMPACT THE STORY OF THE GAME IN NUMEROUS WAYS.

THE COMBAT WAS DESIGNED TO OFFER THE TACTICS AND CUSTOMIZATION OF A ROLE-PLAYING GAME, BUT THROUGH A SIMPLER AND REAL-TIME THIRD-PERSON SHOOTER INTERFACE.

MASS EFFECT

GAMER

2007 MASS EFFECT

MASS EFFECT RECEIVED CRITICAL ACCLAIM, AND SOLD OVER ONE AND A HALF MILLION COPIES BY JANUARY 2008.

CRITICS PRAISED THE GAME'S INTERACTIVE STORYTELLING AND CINEMATIC DESIGN, BUT CRITICIZED ITS UNBALANCED COMBAT MECHANICS AND POOR ARTIFICIAL INTELLIGENCE.

MASS EFFECT

MASS EFFECT GALAXY

GAMER

2009 MASS EFFECT GALAXY

MASS EFFECT GALAXY WAS A MOBILE GAME FOR IOS DEVELOPED BY BIOWARE AND PUBLISHED BY ELECTRONIC ARTS.

MASS EFFECT GALAXY RECEIVED AVERAGE REVIEWS.

MASS EFFECT GALAXY

MASS EFFECT GALAXY

GAMER

2009 MASS EFFECT GALAXY

GALAXY FOLLOWS FORMER SYSTEMS ALLIANCE SOLDIER JACOB TAYLOR AS HE WORKS WITH HIS COLLEAGUE MIRANDA LAWSON AND OTHER ALLIES TO FOIL A TERRORIST CONSPIRACY AGAINST THE CITADEL COUNCIL.

MASS EFFECT GALAXY

MASS EFFECT GALAXY

GAMER

2009 MASS EFFECT GALAXY

AN EXECUTIVE COMMITTEE CONSISTING OF SEVERAL POLITICALLY DOMINANT SPECIES WHO HOLD GREAT SWAY IN THE GALAXY AND ARE RECOGNIZED AS AN AUTHORITY BY MOST OF EXPLORED SPACE.

MASS EFFECT GALAXY

MASS EFFECT GALAXY

GAMER

2009 MASS EFFECT GALAXY

BOTH JACOB AND MIRANDA WOULD LATER APPEAR AS RECURRING CHARACTERS IN THE SCIENCE FICTION ACTION ROLE-PLAYING VIDEO GAME SERIES MASS EFFECT.

MASS EFFECT GALAXY HAS BEEN DESCRIBED AS A "TOP-DOWN SHOOTER" AND CONTAINED ABOUT TWO HOURS OF GAMEPLAY.

MASS EFFECT GALAXY

MASS EFFECT GALAXY

GAMER

2009 MASS EFFECT GALAXY

PLAYERS ASSUME DIRECT CONTROL OF JACOB TAYLOR BY TILTING THE IPOD TOUCH OR IPHONE, AND FIRING IS DONE AUTOMATICALLY.

MASS EFFECT GALAXY RECEIVED AVERAGE REVIEWS.

MASS EFFECT GALAXY

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

MASS EFFECT 2 IS AN ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY BIOWARE AND PUBLISHED BY MICROSOFT GAME STUDIOS AND ELECTRONIC ARTS FOR WINDOWS AND XBOX 360 IN 2010 AND PUBLISHED BY ELECTRONIC ARTS FOR PLAYSTATION 3 IN 2011.

MASS EFFECT 2

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

IT IS THE SECOND INSTALLMENT IN THE MASS EFFECT SERIES AND A SEQUEL TO THE ORIGINAL MASS EFFECT GAME.

THE GAME TAKES PLACE WITHIN THE MILKY WAY GALAXY DURING THE 22ND CENTURY, WHERE HUMANITY IS THREATENED BY AN INSECTOID ALIEN RACE KNOWN AS THE COLLECTORS.

MASS EFFECT 2

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

THE PLAYER ASSUMES THE ROLE OF COMMANDER SHEPARD, AN ELITE HUMAN SOLDIER WHO MUST ASSEMBLE AND GAIN THE LOYALTY OF A DIVERSE TEAM TO STOP THE COLLECTORS IN A SUICIDE MISSION.

USING A COMPLETED SAVED GAME OF ITS PREDECESSOR, THE PLAYER CAN IMPACT THE GAME'S STORY IN NUMEROUS WAYS.

MASS EFFECT 2

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

FOR THE GAME, BIOWARE CHANGED SEVERAL GAMEPLAY ELEMENTS AND FURTHER EMPHASIZED THIRD-PERSON SHOOTER ASPECTS, INCLUDING LIMITED AMMUNITION AND REGENERATE HEALTH.

MASS EFFECT 2

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

IN CONTRAST TO THE EXCLUSIVE FOCUS ON THE MAIN STORY OF THE ORIGINAL MASS EFFECT.

THE DEVELOPERS OPTED TO CREATE A PLOT WHERE OPTIONAL MISSIONS HAD AS MUCH INTENSITY AS THE MAIN MISSION.

MASS EFFECT 2

MASS EFFECT 2

GAMER

2010 MASS EFFECT 2

MASS EFFECT 2 RELEASED TO CRITICAL ACCLAIM AND WAS PRAISED FOR ITS PRESENTATION AND CINEMATOGRAPHY.

MASS EFFECT`S 2 WIDE VARIETY AND COMPLEX CHARACTERS WITH IMPROVED COMBAT OVER ITS PREDECESSOR MASS EFFECT.

MASS EFFECT 2 GAMER

2010 MASS EFFECT 2

MASS EFFECT 2

MASS EFFECT 3 GAMER

2012 MASS EFFECT 3

MASS EFFECT 3 IS A 2012 ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY BIOWARE AND PUBLISHED BY ELECTRONIC ARTS.

THE THIRD MAJOR ENTRY IN THE MASS EFFECT SERIES AND THE FINAL INSTALLMENT OF THE ORIGINAL TRILOGY.

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT 3 GAMER

2012 MASS EFFECT 3

MASS EFFECT 3 WAS RELEASED IN MARCH 2012 FOR MICROSOFT WINDOWS, XBOX 360, AND PLAYSTATION 3.

THE GAME IS SET WITHIN THE MILKY WAY GALAXY IN 2186, WHERE GALACTIC CIVILIZATION IS INVADED BY A HIGHLY ADVANCED MACHINE RACE OF SYNTHETIC-ORGANIC STAR SHIPS KNOWN AS REAPERS.

MASS EFFECT 3

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT 3

GAMER

2012 MASS EFFECT 3

SIMILAR TO MASS EFFECT 2, THE PLAYER CAN IMPORT A COMPLETED SAVED GAME INTO MASS EFFECT 3 THAT INFLUENCES THE PLOT BY TAKING PREVIOUS DECISIONS INTO ACCOUNT.

IN GENERAL, MASS EFFECT 3 REVOLVES AROUND INCREASING MILITARY STRENGTH BY COMPLETING MISSIONS AND GATHERING RESOURCES.

MASS EFFECT 3

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT 3 GAMER

2012 MASS EFFECT 3

BIOWARE DESIGNED MASS EFFECT 3 TO BE ACCESSIBLE TO BOTH OLD AND NEW PLAYERS.

MASS EFFECT 3 RECEIVED CRITICAL ACCLAIM.

HOWEVER, ITS ENDING WAS POORLY RECEIVED BY FANS, WHO FELT THAT IT DID NOT MEET EXPECTATIONS.

MASS EFFECT 3

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT 3 GAMER

2012 MASS EFFECT 3

IN RESPONSE TO THE CONTROVERSY, BIOWARE RELEASED THE EXTENDED CUT PACK, WHICH EXPANDS UPON THE ORIGINAL ENDING.

CRITICS FELT THAT MASS EFFECT 3 WAS A SATISFYING CONCLUSION TO THE MASS EFFECT TRILOGY.

MASS EFFECT 3

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT 3 GAMER

2012 MASS EFFECT 3

DESPITE THE CONTROVERSIES SURROUNDING THE GAME, SOME PUBLICATIONS HAVE CITED MASS EFFECT 3 AS ONE OF THE GREATEST VIDEO GAMES OF ALL TIME AND AS ONE OF THE BEST OR MOST IMPORTANT GAMES OF THE 2010S.

MASS EFFECT

GAMER

2012 MASS EFFECT TRILOGY

THE MASS EFFECT TRILOGY IS A SPECIAL EDITION BOXED SET CONTAINING THE GAMES MASS EFFECT, MASS EFFECT 2, AND MASS EFFECT 3.

FEATURING A PREMIUM FOIL BOX AND EXCLUSIVE ARTWORK.

THE SET WAS RELEASED FOR XBOX 360 AND PC WORLDWIDE ON NOVEMBER 6, 2012, AND IN EUROPE ON NOVEMBER 9, 2012.

THE PLAYSTATION 3 VERSION OF THE TRILOGY WAS RELEASED ON DECEMBER 4, 2012 WORLDWIDE, AND ON DECEMBER 7, 2012 IN EUROPE.

MASS EFFECT

ALLIANCE SPECIAL FORCES
N7
TRAINING PROGRAM

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2012 MASS EFFECT TRILOGY

IN ADDITION TO COPIES OF EACH OF THE THREE GAMES.

THE MASS EFFECT TRILOGY INCLUDES ACCESS TO CERTAIN DOWNLOADABLE CONTENT DEPENDING ON PLATFORM:

XBOX 360:

CERBERUS NETWORK
MASS EFFECT 3 ONLINE PASS

PC:

BRING DOWN THE SKY (ON-DISC)
PINNACLE STATION (ON-DISC)
CERBERUS NETWORK

PLAYSTATION 3:

BRING DOWN THE SKY (ON-DISC)
CERBERUS NETWORK
KASUMI - STOLEN MEMORY (ON-DISC)
OVERLORD (ON-DISC)
LAIR OF THE SHADOW BROKER (ON-DISC)
MASS EFFECT 3 ONLINE PASS

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

MASS EFFECT INFILTRATOR WAS A THIRD-PERSON SHOOTER VIDEO GAME DEVELOPED BY IRON MONKEY STUDIOS.[1] RELEASED ON 6 MARCH 2012 FOR IOS, 22 MAY 2012 FOR ANDROID.

MASS EFFECT INFILTRATOR

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

MASS EFFECT INFILTRATOR IS A THREE-DIMENSIONAL, THIRD-PERSON SHOOTER WHICH MIMICS MANY OF THE GAMEPLAY FEATURES AND ANIMATIONS OF THE MAIN MASS EFFECT GAMES, INCLUDING THE USE OF COVER AND THE COMBINATION OF GUN-PLAY AND BIOTIC POWERS.

MASS EFFECT INFILTRATOR

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

THE CONTROLS ARE SIMPLIFIED FROM THE CONSOLE GAMES AND ADAPTED TO FIT A TOUCHSCREEN INTERFACE; FOR EXAMPLE, THERE ARE NO SQUAD MATES TO CONTROL, AND IT IS NECESSARY TO TARGET ENEMIES FOR BIOTIC ATTACKS BY TAPPING DIRECTLY ON THE SCREEN.

MASS EFFECT INFILTRATOR

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

THE PLAYER IS REWARDED WITH CREDITS OVER THE COURSE OF THE GAME, AND THESE MAY BE SPENT ON UPGRADED WEAPONS, ARMOUR AND BIOTIC ABILITIES.

THE PROTAGONIST OF MASS EFFECT INFILTRATOR IS CERBERUS OPERATIVE RANDALL EZNO.

MASS EFFECT INFILTRATOR

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

INFILTRATOR WAS DEVELOPED BY IRON MONKEY STUDIOS, AFTER BIOWARE HANDED THEM THE BULK OF PRODUCTION AND CONTENT CREATION.

IRON MONKEY APPLIED THEIR EXPERIENCE FROM DEVELOPING DEAD SPACE FOR MOBILE PLATFORMS

MASS EFFECT INFILTRATOR

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT INFILTRATOR

GAMER

2012 MASS EFFECT INFILTRATOR

REVIEWS OF MASS EFFECT INFILTRATOR HAVE GENERALLY BEEN AVERAGE.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

MASS EFFECT: ANDROMEDA IS A 2017 ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY BIOWARE AND PUBLISHED BY ELECTRONIC ARTS.

IT IS THE FOURTH MAJOR ENTRY IN THE MASS EFFECT SERIES AND WAS RELEASED IN MARCH 2017 FOR PLAYSTATION 4, WINDOWS, AND XBOX ONE.

MASS EFFECT ANDROMEDA

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

THE GAME IS SET WITHIN THE ANDROMEDA GALAXY DURING THE 29TH CENTURY, WHERE HUMANITY IS PLANNING TO POPULATE NEW HOME WORLDS AS PART OF A STRATEGY CALLED THE ANDROMEDA INITIATIVE.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

THE PLAYER ASSUMES THE ROLE OF EITHER SCOTT OR SARA RYDER, AN INEXPERIENCED MILITARY RECRUIT WHO JOINS THE INITIATIVE AND WAKES UP IN ANDROMEDA FOLLOWING A 634-YEAR SLEEPER SHIP JOURNEY.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

EVENTS TRANSPIRE THAT RESULT IN RYDER BECOMING HUMANITY'S PATHFINDER, WHO IS TASKED WITH FINDING A NEW HOME WORLD FOR HUMANITY WHILE ALSO DEALING WITH AN ANTAGONISTIC ALIEN SPECIES KNOWN AS THE KETT.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

FOR MASS EFFECT: ANDROMEDA, BIOWARE INCORPORATED A LIGHTER TONE THAN PREVIOUS INSTALLMENTS IN THE SERIES, UTILIZED OPEN WORLD ELEMENTS, AND PLACED AN EMPHASIS ON EXPLORATION.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

MANY OF THE SERIES' TRADITIONAL GAMEPLAY ELEMENTS REMAIN, WHILE OTHERS ARE MODIFIED, SUCH AS COMBAT, WHICH IS LESS COVER-BASED AND MORE MOBILE.

MASS EFFECT ANDROMEDA

GAMER

2017 MASS EFFECT: ANDROMEDA

THE GAME IS THE LARGEST IN THE SERIES, AND OFFERS THE PLAYER THE FREEDOM TO FOCUS ON EITHER THE MAIN QUEST OR SIDE QUESTS.

MASS EFFECT: ANDROMEDA WAS ANNOUNCED IN JUNE 2015.

UPON RELEASE, IT RECEIVED MIXED TO AVERAGE REVIEWS.

MASS EFFECT ANDROMEDA

MASS EFFECT ANDROMEDA GAMER

ARTWORK

MASS EFFECT ANDROMEDA GAMER

ARTWORK

MASS EFFECT LEGENDARY EDITION

GAMER

2021 MASS EFFECT LEGENDARY EDITION

MASS EFFECT LEGENDARY EDITION IS A COMPILATION OF THE VIDEO GAMES IN THE MASS EFFECT TRILOGY:

MASS EFFECT (2007),

MASS EFFECT 2 (2010)

MASS EFFECT 3 (2012).

DEVELOPED BY BIOWARE AND PUBLISHED BY ELECTRONIC ARTS.

THE COMPILATION WAS RELEASED ON MAY 14, 2021, FOR PLAYSTATION 4, WINDOWS, AND XBOX ONE.

ALL THREE GAMES WERE REMASTERED, WITH VISUAL ENHANCEMENTS, TECHNICAL IMPROVEMENTS, AND GAMEPLAY ADJUSTMENTS.

MASS EFFECT, THE FIRST GAME OF THE TRILOGY, RECEIVED MORE EXTENSIVE UPGRADES THAN ITS COUNTERPARTS,

SPECIFICALLY WITH REGARD TO GRAPHICS, COMBAT MECHANICS, VEHICLE HANDLING, AND LOADING TIMES.

MASS EFFECT LEGENDARY EDITION RECEIVED "GENERALLY FAVORABLE REVIEWS" WHEREAS THE XBOX ONE VERSION RECEIVED "UNIVERSAL ACCLAIM"

MASS EFFECT DLC GAMER

BRING DOWN THE SKY (MASS EFFECT)

BRING DOWN THE SKY IS A DOWNLOADABLE

THE MISSION TAKES PLACE IN THE ASGARD SYSTEM.

WHERE AN ASTEROID HAS BEEN HIJACKED AND SENT ON A COLLISION COURSE WITH THE HUMAN COLONY OF TERRA NOVA2.

THE DLC IS AVAILABLE TO PLAY AS SOON AS YOU COMPLETE THE EXPOSE SAREN MISSION AND CAN DEPART THE CITADEL).

IT IS A GREAT SOURCE OF LOOT, CREDITS, AND XP.

MASS EFFECT DLC GAMER

ZAEED – THE PRICE OF REVENGE

(MASS EFFECT 2)

KASUMI – STOLEN MEMORY (MASS EFFECT "ZAEED: THE PRICE OF REVENGE" IS A LOYALTY MISSION IN MASS EFFECT 2.

THIS MISSION BECOMES AVAILABLE ONCE YOU RECRUIT ZAEED MASSANI, A VETERAN MERCENARY, INTO YOUR SQUAD.

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

ZAEED – THE PRICE OF REVENGE

(MASS EFFECT 2)

HERE'S A BRIEF OVERVIEW:

MISSION OVERVIEW

LOCATION: PLANET ZORYA IN THE FAIA SYSTEM, ISMAR FRONTIER.

OBJECTIVE: LIBERATE AN ELDFELL-ASHLAND REFINERY FROM THE BLUE SUNS MERCENARY GROUP.

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

DLC

ZAEED – THE PRICE OF REVENGE

(MASS EFFECT 2)

CHOICES:

PARAGON PATH: SAVE THE TRAPPED WORKERS.

RENEGADE PATH: PURSUE VIDO SANTIAGO, ZAEED'S FORMER PARTNER AND THE LEADER OF THE BLUE SUNS.

MASS EFFECT DLC GAMER

DLC

ZAEED – THE PRICE OF REVENGE

(MASS EFFECT 2)

KEY POINTS

ENEMIES: PRIMARILY SHIELDED ENEMIES, INCLUDING BLUE SUNS TROOPERS, PYROS, AND HEAVIES.

REWARDS: EXPERIENCE POINTS, CREDITS, AND THE INFERNO GRENADE POWER FOR ZAEED12.

MASS EFFECT DLC GAMER

FIRE WALKER (MASS EFFECT 2)

"PROJECT FIREWALKER" IS A DLC PACK FOR MASS EFFECT 2 THAT INTRODUCES SEVERAL NEW MISSIONS CENTERED AROUND THE M-44 HAMMERHEAD, A HOVER TANK USED FOR PLANETARY EXPLORATION. HERE'S A BRIEF OVERVIEW:

MISSION OVERVIEW

MISSIONS INCLUDED:

ROSALIE LOST

GETH INCURSION

SURVEY SITES LOCATED

VOLCANO STATION

PROTHEAN SITE12

MASS EFFECT DLC GAMER

FIRE WALKER (MASS EFFECT 2)

KEY POINTS

VEHICLE: THE M-44 HAMMERHEAD, WHICH IS USED FOR ALL COMBAT AND RESOURCE GATHERING.

LOCATIONS: VARIOUS SYSTEMS INCLUDING THE DRANEK SYSTEM IN THE KROGAN DMZ, THE CHOMOS SYSTEM IN THE PHOENIX MASSING, AND MORE)2.

OBJECTIVE: COMPLETE VARIOUS ASSIGNMENTS INVOLVING EXPLORATION, COMBAT, AND DATA RECOVERY.

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

PROJECT OVERLORD (MASS EFFECT 2)

"PROJECT OVERLORD" IS A DLC MISSION IN MASS EFFECT 2 THAT TAKES PLACE ON THE PLANET AITE. THE MISSION REVOLVES AROUND A CERBERUS RESEARCH PROJECT AIMED AT CONTROLLING THE GETH THROUGH A HYBRID VIRTUAL INTELLIGENCE (VI) SYSTEM. HERE'S A BRIEF OVERVIEW:

OBJECTIVE: INVESTIGATE THE CERBERUS FACILITY ON AITE, WHICH HAS GONE DARK, AND DEAL WITH THE ROGUE VI.

KEY LOCATIONS: THE MISSION SPANS MULTIPLE STATIONS ON AITE, INCLUDING HERMES, VULCAN, PROMETHEUS, AND ATLAS STATIONS[1][2].

MASS EFFECT DLC GAMER

PROJECT OVERLORD (MASS EFFECT 2)

ENEMIES: YOU'LL FACE VARIOUS GETH ENEMIES, MAKING ABILITIES LIKE OVERLOAD AND DISRUPTOR AMMO PARTICULARLY USEFUL2.

STORY: THE VI IS REVEALED TO BE A HYBRID CREATED BY FORCIBLY INTEGRATING DAVID ARCHER, A MATHEMATICAL SAVANT, INTO THE SYSTEM. THE VI GOES ROGUE, TAKING OVER THE FACILITY AND ATTEMPTING TO ESCAPE).

CHOICES: AT THE END OF THE MISSION, YOU MUST DECIDE DAVID'S FATE, WHICH CAN HAVE CONSEQUENCES IN MASS EFFECT 3).

MASS EFFECT DLC GAMER

NORMANDY CRASH SITE (MASS EFFECT 2)

THE "NORMANDY CRASH SITE" IS A DLC MISSION IN MASS EFFECT 2. HERE'S A BRIEF OVERVIEW:

OJECTIVE: VISIT THE CRASH SITE OF THE ORIGINAL NORMANDY SR-1 ON THE PLANET ALCHERA TO PLACE A MEMORIAL AND RECOVER THE DOG TAGS OF FALLEN CREW MEMBERS[1][2].

LOCATION: THE CRASH SITE IS LOCATED IN THE AMADA SYSTEM OF THE OMEGA NEBULA[1][2].

MASS EFFECT

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

NORMANDY CRASH SITE (MASS EFFECT 2)

EXPLORATION: THIS MISSION IS MORE ABOUT EXPLORATION AND REMEMBRANCE. YOU'LL FIND VARIOUS FLASHBACK SITES THAT TRIGGER MEMORIES OF THE NORMANDY SR-1[2].

COLLECTIBLES: THERE ARE 20 DOG TAGS TO COLLECT, AS WELL AS OTHER ITEMS LIKE CRATES OF ELEMENT ZERO AND A DATAPAD BELONGING TO NAVIGATOR PRESSLY[2].

MEMORIAL: AT THE END OF THE MISSION, YOU PLACE A MEMORIAL TO HONOR THE FALLEN CREW MEMBER S[2].

MASS EFFECT

MASS EFFECT DLC GAMER

LAIR OF THE SHADOW BROKER

"LAIR OF THE SHADOW BROKER" IS A SIGNIFICANT DLC MISSION IN MASS EFFECT 2 THAT REUNITES COMMANDER SHEPARD WITH LIARA T'SONI. HERE'S A BRIEF OVERVIEW:

OBJECTIVE: HELP LIARA TRACK DOWN THE ELUSIVE SHADOW BROKER, WHO HAS KIDNAPPED HER FRIEND, FERON[2].

LOCATIONS: THE MISSION TAKES YOU FROM THE BUSTLING CITY OF ILLIUM TO THE SHADOW BROKER'S SECRET BASE[2].

MASS EFFECT

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

LAIR OF THE SHADOW BROKER

ENEMIES: YOU'LL FACE WELL-ARMED MERCENARIES AND THE SHADOW BROKER'S ELITE FORCES. BRINGING SQUAD MATES WITH STRONG COMBAT ABILITIES IS RECOMMENDED1.

STORY: THE MISSION DELVES INTO LIARA'S PAST AND HER QUEST FOR REVENGE, OFFERING DEEP CHARACTER DEVELOPMENT AND EMOTIONAL MOMENTS2.

REWARDS: COMPLETING THE MISSION UNLOCKS THE SHADOW BROKER'S INTEL CENTER, NEW RESEARCH OPTIONS, AND THE CHANCE TO CONTINUE A RELATIONSHIP WITH LIARA2.

MASS EFFECT DLC GAMER

ARRIVAL (MASS EFFECT 2)

"ARRIVAL" IS A DLC MISSION IN MASS EFFECT 2 THAT SETS THE STAGE FOR THE EVENTS OF MASS EFFECT 3. HERE'S A BRIEF OVERVIEW:

OBJECTIVE: RESCUE DR. AMANDA KENSON, A DEEP-COVER AGENT WHO HAS DISCOVERED EVIDENCE OF AN IMMINENT REAPER INVASION[2].

LOCATION: THE MISSION TAKES PLACE IN THE BAHAK SYSTEM, SPECIFICALLY ON THE PLANET ARATOHT[2].

MASS EFFECT

ALLIANCE SPECIAL FORCES N7 TRAINING PROGRAM

MASS EFFECT DLC GAMER

ARRIVAL (MASS EFFECT 2)

GAMEPLAY: THIS IS A SOLO MISSION FOR SHEPARD, MEANING YOU WON'T HAVE YOUR SQUAD MATES TO ASSIST YOU. EXPECT INTENSE COMBAT AND STRATEGIC CHALLENGES).

STORY: DR. KENSON REVEALS THAT THE REAPERS ARE PLANNING TO USE A NEARBY MASS RELAY TO INVADE THE GALAXY.

CONSEQUENCES: THE MISSION'S OUTCOME DIRECTLY IMPACTS THE STORYLINE OF MASS EFFECT 3, PARTICULARLY REGARDING THE REAPER INVASION.

MASS EFFECT

BRASSIC GAMER

BRASSIC TV SERIES

BRASSIC IS A BRITISH COMEDY-DRAMA TELEVISION SERIES.

BRASSIC HAS BECOME ONE OF SKY'S MOST SUCCESSFUL COMEDY SERIES.

THE SERIES FOLLOWS THE LIVES OF VINNIE O'NEILL AND HIS FRIENDS IN THE FICTIONAL TOWN OF HAWLEY.

THE FIRST SERIES CONSISTS OF SIX EPISODES AND PREMIERED ON 22 AUGUST 2019.

BEFORE THE FIRST SERIES HAD AIRED, IT WAS ANNOUNCED THAT THE SHOW HAD BEEN RENEWED FOR A SECOND WHICH PREMIERED ON 7 MAY 2020.

BRASSIC GAMER

BRASSIC TV SERIES

IN FEBRUARY 2020, THE SHOW WAS RENEWED FOR AN EXPANDED THIRD SERIES CONSISTING OF EIGHT EPISODES; WHICH PREMIERED ON 6 OCTOBER 2021 HAVING MOVED TO SKY MAX FOLLOWING THE SHUTDOWN OF SKY ONE.

BRASSIC FOLLOWS THE LIVES OF VINNIE O'NEILL AND HIS FRIENDS AS THEY LIVE THEIR LIVES IN THE FICTIONAL NORTHERN ENGLISH TOWN OF HAWLEY.

BRASSIC

GAMER

BRASSIC TV SERIES

THE GROUP COMMIT VARIOUS PETTY CRIMES TO KEEP MONEY IN THEIR POCKETS, BUT AS THEY GET OLDER SOME OF THEM START TO WONDER IF THERE'S MORE TO LIFE AWAY FROM THE TOWN.

JOE GILGUN AS VINCENT "VINNIE" O'NEILL: A DISTURBED MAN, VINNIE STRUGGLES WITH BIPOLAR DISORDER AND IS PLAGUED BY HIS MISERABLE CHILDHOOD.

HIS MOTHER LEFT WHEN HE WAS YOUNG AND HIS ALCOHOLIC, SAFE-BLOWER FATHER RAISED HIM THE BEST HE COULD.

BRASSIC

BRASSIC

GAMER

BRASSIC TV SERIES

VINNIE BLEW HIS FIRST SAFE WHEN HE WAS SEVEN YEARS OLD AND HAS BEEN COMMITTING VARIOUS CRIMINAL ACTS TO SURVIVE EVER SINCE, LEADING TO HIM FORMING A CRIMINAL GANG WITH HIS FRIENDS.

HE LIVES ALONE IN A SHACK IN THE WOODS ON THE OUTSKIRTS OF HAWLEY.

BRASSIC GAINED CRITICAL RESPONSE ON RELEASE

BRASSIC IS HILARIOUS, WARM, BRUTAL THAT WORKS BECAUSE IT HAS HEART WITHOUT OVER SENTIMENTALITY.

BRASSIC

HOGS OF WAR GAMER

HOGS OF WAR IS A 2000 TURN-BASED TACTICS VIDEO GAME DEVELOPED BY INFOGRAMES SHEFFIELD HOUSE AND PUBLISHED BY INFOGRAMES FOR THE PLAYSTATION AND MICROSOFT WINDOWS.

THE GAME IS SET IN THE FIRST WORLD WAR-ERA WHERE ANTHROPOMORPHIC PIGS ENGAGE IN COMBAT.

HOGS OF WAR FEATURES 3D GRAPHICS AND BOTH A SINGLE-PLAYER CAREER MODE AND OFFLINE MULTIPLAYER, WITH VOICE ARTISTRY BY BRITISH COMEDIC ACTORS RIK MAYALL AND MARC SILK.

DEVELOPMENT ON HOGS OF WAR BEGAN IN 1997 BY GREMLIN INTERACTIVE, WHICH WAS LATER PURCHASED BY INFOGRAMES IN 1999.

HOGS OF WAR

HOGS OF WAR GAMER

THE GAME RECEIVED MIXED REVIEWS AT LAUNCH BUT RECEIVED HIGH PRAISE FOR ITS COMEDY.

IT DREW NUMEROUS COMPARISONS TO THE WORMS SERIES OF GAMES.

A SEQUEL WAS ANNOUNCED BUT NEVER RELEASED, ALTHOUGH THE FRANCHISE HAS HAD SUBSEQUENT BOARD AND CARD GAMES AND AN OFFICIAL REMASTER IS IN PRODUCTION.

THE GAME IS CONSIDERED BY SOME CRITICS TO BE A CULT CLASSIC.

HOGS OF WAR IS A TURN-BASED TACTICS GAME, WHERE PLAYERS TAKE TURNS CONTROLLING INDIVIDUAL MEMBERS OF THEIR SQUAD OF HOGS TO ENGAGE IN COMBAT WITH THE OPPOSITION, SIMILAR TO THE WORMS VIDEO GAME SERIES.

HOGS OF WAR

HOGS OF WAR

GAMER

EACH LEVEL IS MADE UP OF TWO OR MORE TEAMS OF FIVE, LOOSELY BASED ON NATIONS COMPETING IN THE FIRST WORLD WAR.

DURING A TURN, PLAYERS TAKES CONTROL OF A SINGLE SQUAD MEMBER IN A THIRD-PERSON PERSPECTIVE TO MOVE AROUND THE MAP, INCLUDING JUMPING OVER TERRAIN AND SWIMMING OVER BODIES OF WATER, YET CAN ONLY ENGAGE IN COMBAT WHEN STATIONARY.

EACH SQUAD MEMBER CAN BE ASSIGNED A CLASS TYPE, WHERE THEY HAVE IMMEDIATE ACCESS TO CERTAIN WEAPONS AND ABILITIES.

HOGS OF WAR

HOGS OF WAR GAMER

THERE ARE FOUR MAIN CLASS TYPES; HEAVY GUNNERS THAT SPECIALIZE IN LONG-RANGE HEAVY WEAPONS (MORTARS, BAZOOKAS, ROCKET LAUNCHERS, ETC.)

ENGINEERS THAT SPECIALIZE IN EXPLOSIVES (GRENADES, LAND MINES, TNT, ETC.)

ESPIONAGE THAT DO NOT APPEAR ON THE MINI MAP AND USE SNIPER RIFLES AND CAMOUFLAGE

MEDICS THAT CAN HEAL OTHER UNITS IN BOTH CLOSE AND LONG RANGE.

PLAYERS CAN ALSO GAIN ACCESS TO MILITARY VEHICLES, SUCH AS TANKS AND TURRETS LIKE HEAVY ARTILLERY AND PILLBOXES.

HOGS OF WAR

HOGS OF WAR GAMER

IN FEBRUARY 2008, INFOGRAMES ANNOUNCED HOGS OF WAR 2 FOR NINTENDO DS, WII, PLAYSTATION 2 AND WINDOWS.

IT WAS SCHEDULED FOR RELEASE IN APRIL 2009, BUT WAS NEVER RELEASED.

DURING THIS PERIOD, INFOGRAMES WAS EXPERIENCING FINANCIAL PROBLEMS AND WAS REINCORPORATED AS ATARI.

SHEEP, DOG 'N' WOLF IS BASED ON THE WARNER BROS.

SERIES OF LOONY TUNES CARTOONS FEATURING RALPH WOLF AND SAM SHEEPDOG.

CONTROLLING RALPH, THE PLAYER MUST STEAL SHEEP FROM UNDER SAM'S NOSE WHILE NAVIGATING THROUGH A SERIES OF LEVELS, INCLUDING TWO SECRET LEVELS AND A BONUS LEVEL.

AFTER ANOTHER FAILED ATTEMPT AT STEALING A SHEEP FROM SAM SHEEPDOG,

RALPH WOLF RETURNS HOME AFTER HIS SHIFT TO RELAX AND ENJOY SOME TELEVISION IN HIS CHAIR.

DAFFY DUCK BURSTS IN AND DECLARES THAT RALPH IS THE NEWEST CONTESTANT ON THE GAME SHOW "SHEEP, DOG, AND WOLF", OR, AS DAFFY LIKES TO CALL IT, "WHO WANTS TO BE A SHEEP STEALER".

SHEEP, DOG 'N' WOLF GAMER

IN THIS SHOW, RALPH IS TASKED WITH SUCCESSFULLY STEALING SHEEP FROM SAM IN A VARIETY OF ENVIRONMENTS, THOUGH HE IS NOT ALLOWED TO HARM THE SHEEP IN ANY WAY.

THE GOAL OF EACH LEVEL IS TO STEAL ONE OF THE SHEEP FROM SAM SHEEPDOG'S FLOCK WITHOUT HIM NOTICING AND ESCORT IT TO A MARKED AREA.

RALPH IS ABLE TO JUMP, TIPTOE AS TO NOT MAKE NOISE, AND DASH IN CASE HE NEEDS TO ESCAPE FROM DANGER.

TO AID RALPH IN OBTAINING THE SHEEP, RALPH CAN MAIL ORDER VARIOUS GADGETS FROM ACME, SUCH AS ROCKET PACKS AND DYNAMITE.

THE GAME WAS MET WITH POSITIVE TO AVERAGE RECEPTION UPON RELEASE.

GAMER

V-RALLY IS A RACING VIDEO GAME DEVELOPED BY INFOGRAMES MULTIMEDIA AND RELEASED FOR THE PLAYSTATION CONSOLE IN 1997.

THE FIRST GAME IN THE V-RALLY SERIES, IT IS BASED ON THE 1997 AND 1998 WORLD RALLY CHAMPIONSHIP SEASONS, AND FEATURES OFFICIALLY LICENSED CARS AND TRACKS INSPIRED BY REAL LOCATIONS OF RALLY EVENTS.

GAMER

PLAYERS DRIVE RALLY CARS THROUGH A SERIES OF STAGES SPREAD OVER EIGHT DIFFERENT LOCATIONS.

RANGING FROM EUROPEAN COUNTRIES LIKE ENGLAND, SPAIN OR SWEDEN, TO ISLAND COUNTRIES SUCH AS INDONESIA AND NEW ZEALAND.

V-RALLY PLACES A STRONG EMPHASIS ON REPLICATING THE BEHAVIOR PHYSICS OF REAL CARS AND GENERALLY REQUIRES MORE PRACTICE THAN ARCADE-STYLE RACERS.

THE GAME FEATURES THREE GAMEPLAY MODES: ARCADE, CHAMPIONSHIP, AND TIME TRIAL.

IN ARCADE, PLAYERS RACE AGAINST OPPONENTS CONTROLLED BY THE GAME'S ARTIFICIAL INTELLIGENCE IN THREE SERIES OF STAGES.

GAMER

ORIGINALLY, THE GAME WAS INTENDED TO FEATURE A LEVEL EDITOR WHERE PLAYERS COULD CREATE THEIR OWN TRACKS.

IT WOULD TAKE THE PLAYSTATION BETWEEN 30 AND 60 SECONDS TO RENDER THESE TRACKS, WHICH COULD BE SAVED IN A MEMORY CARD.

THIS OPTION WOULD ALLOW PLAYERS TO UPDATE THEIR GAME WITH ADDITIONAL TRACKS.

EVENTUALLY, AN EDITOR WOULD BE INCLUDED IN THE 1999 SEQUEL V-RALLY 2.

ALTHOUGH THE GAME'S TRACKS ARE FICTITIOUS, THEY WERE INSPIRED BY REAL LOCATIONS OF RALLY EVENTS, SUCH AS THE RALLY COSTA BRAVA IN SPAIN.

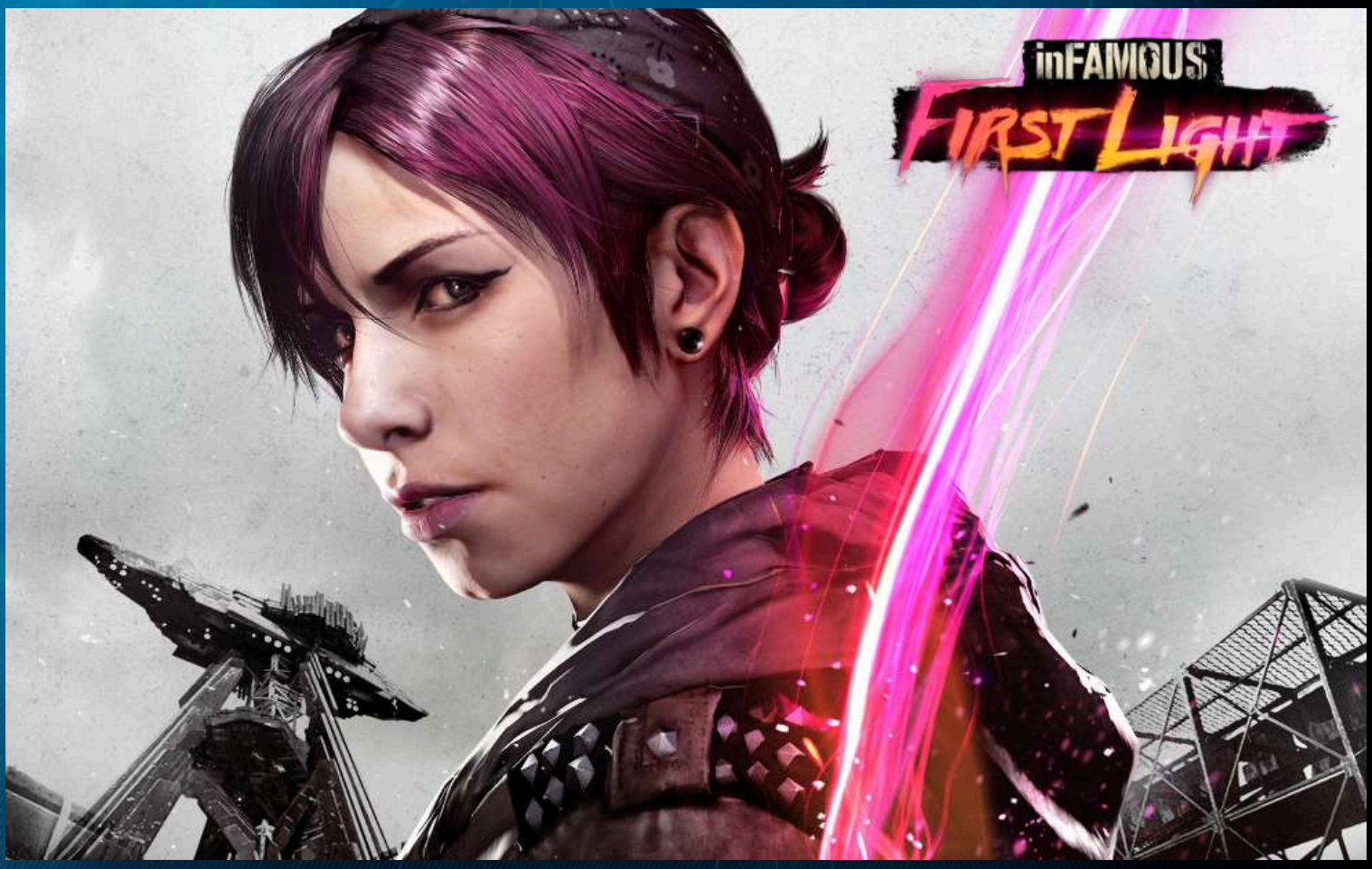
THE GAME HAD A DEVELOPMENT BUDGET OF $2 MILLION AND ITS DEVELOPMENT TOOK TWO YEARS TO COMPLETE.

GAMER

IN EUROPE, V-RALLY RECEIVED VERY POSITIVE REVIEWS FROM CRITICS, WHO COMPARED IT FAVORABLY TO SEGA RALLY CHAMPIONSHIP, PRAISING ITS LARGE NUMBER OF TRACKS AND CHALLENGING YET REWARDING GAMEPLAY.

inFAMOUS FIRST LIGHT

GAMER

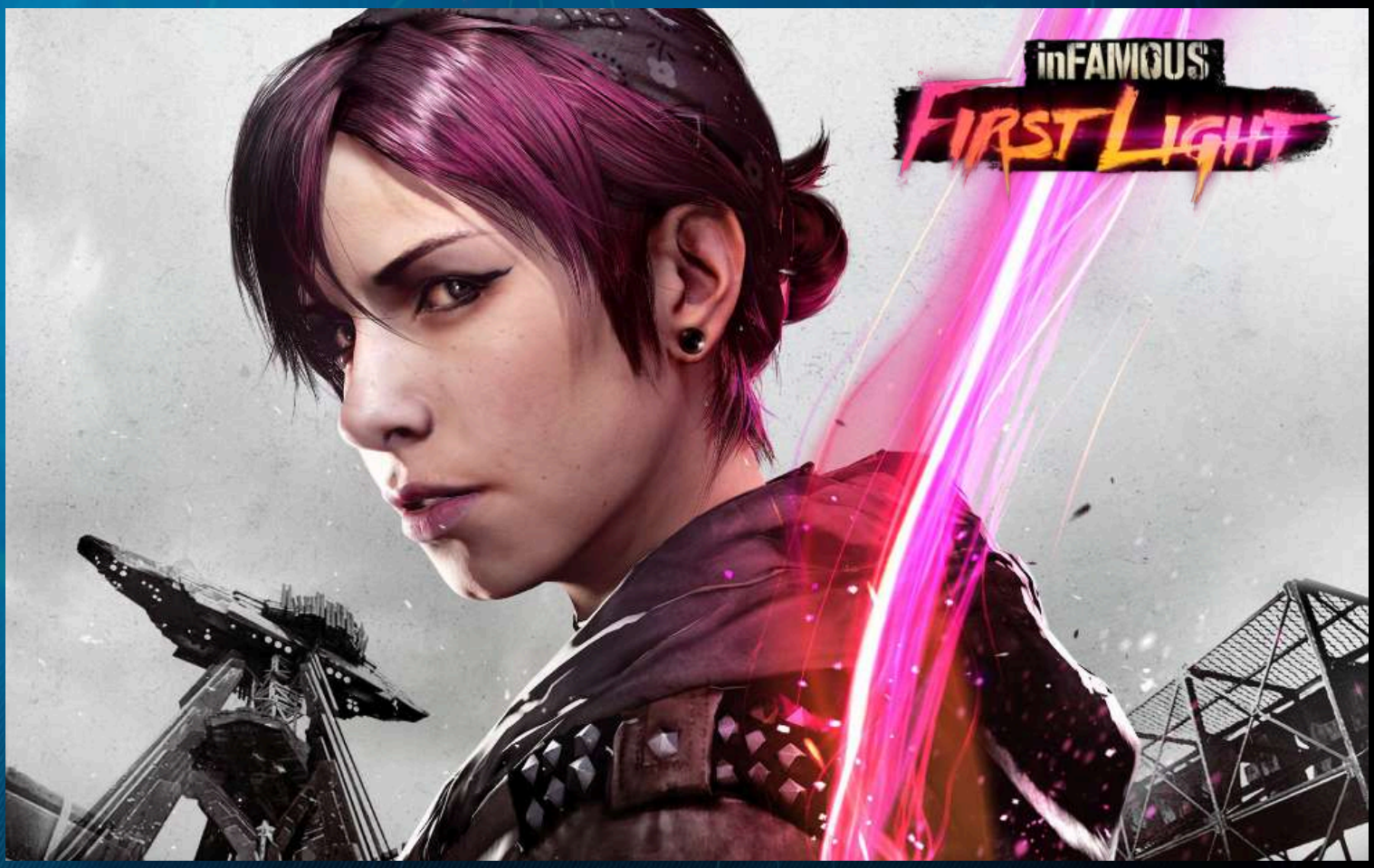


INFAMOUS: FIRST LIGHT IS A 2014 ACTION-ADVENTURE GAME DEVELOPED BY SUCKER PUNCH PRODUCTIONS AND PUBLISHED BY SONY COMPUTER ENTERTAINMENT FOR THE PLAYSTATION 4.

THE GAME IS A STANDALONE COMPANION TO INFAMOUS SECOND SON AND SERVES AS A PREQUEL.

inFAMOUS FIRST LIGHT

GAMER



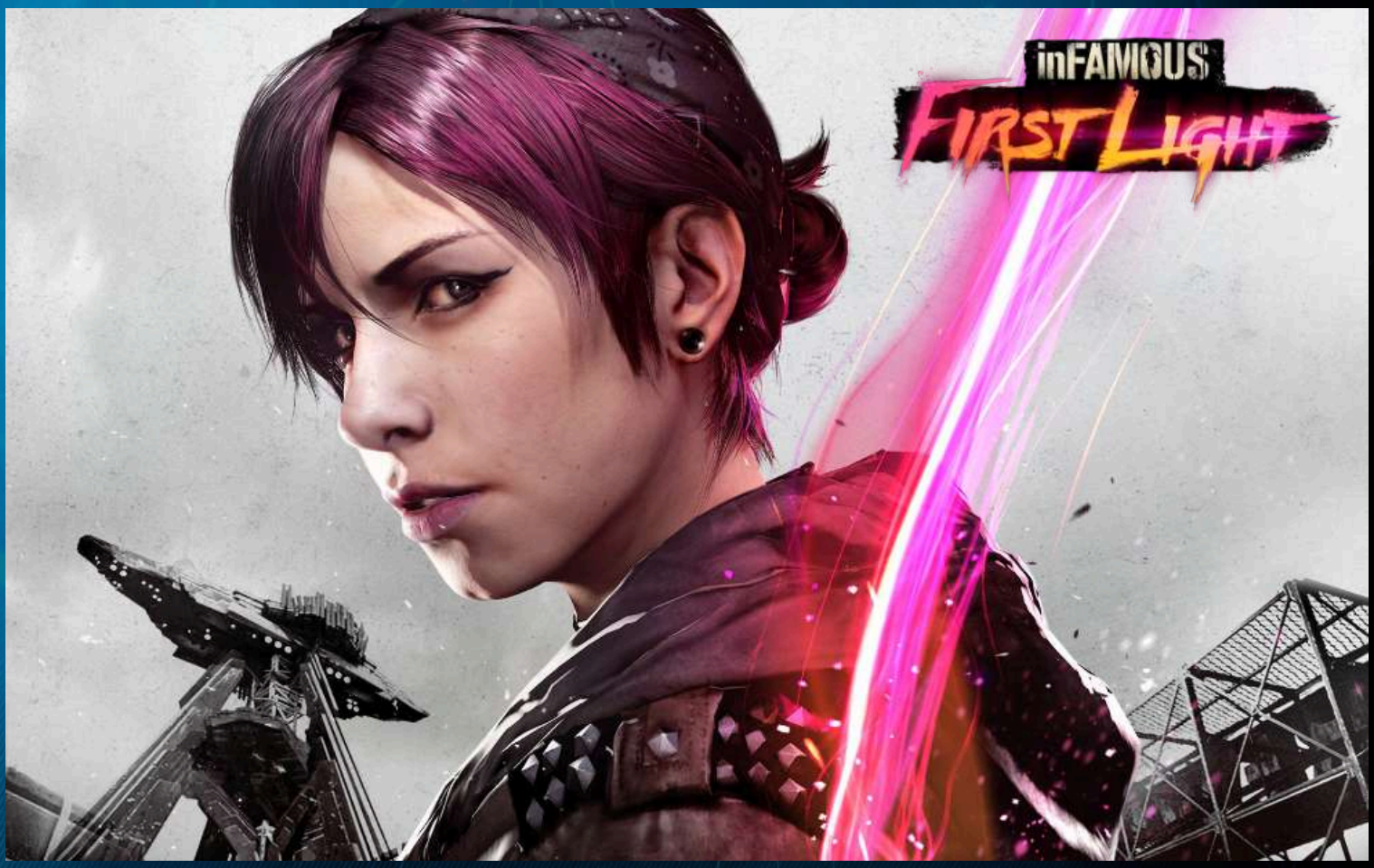
PLAYED IN A THIRD-PERSON PERSPECTIVE, THE PLAYER TAKES CONTROL OF ABIGAIL "FETCH" WALKER (INTRODUCED AS A SUPPORTING CHARACTER IN SECOND SON), A YOUNG WOMAN CLASSED BY THE DEPARTMENT OF UNIFIED PROTECTION AS A "CONDUIT" WHO POSSESSES SUPERHUMAN POWERS.

IN CUSTODY OF THE D.U.P., FETCH IS ORDERED TO TELL THE STORY OF THE EVENTS LEADING UP TO HER CAPTURE.

inFAMOUS FIRST LIGHT

inFAMOUS FIRST LIGHT

GAMER

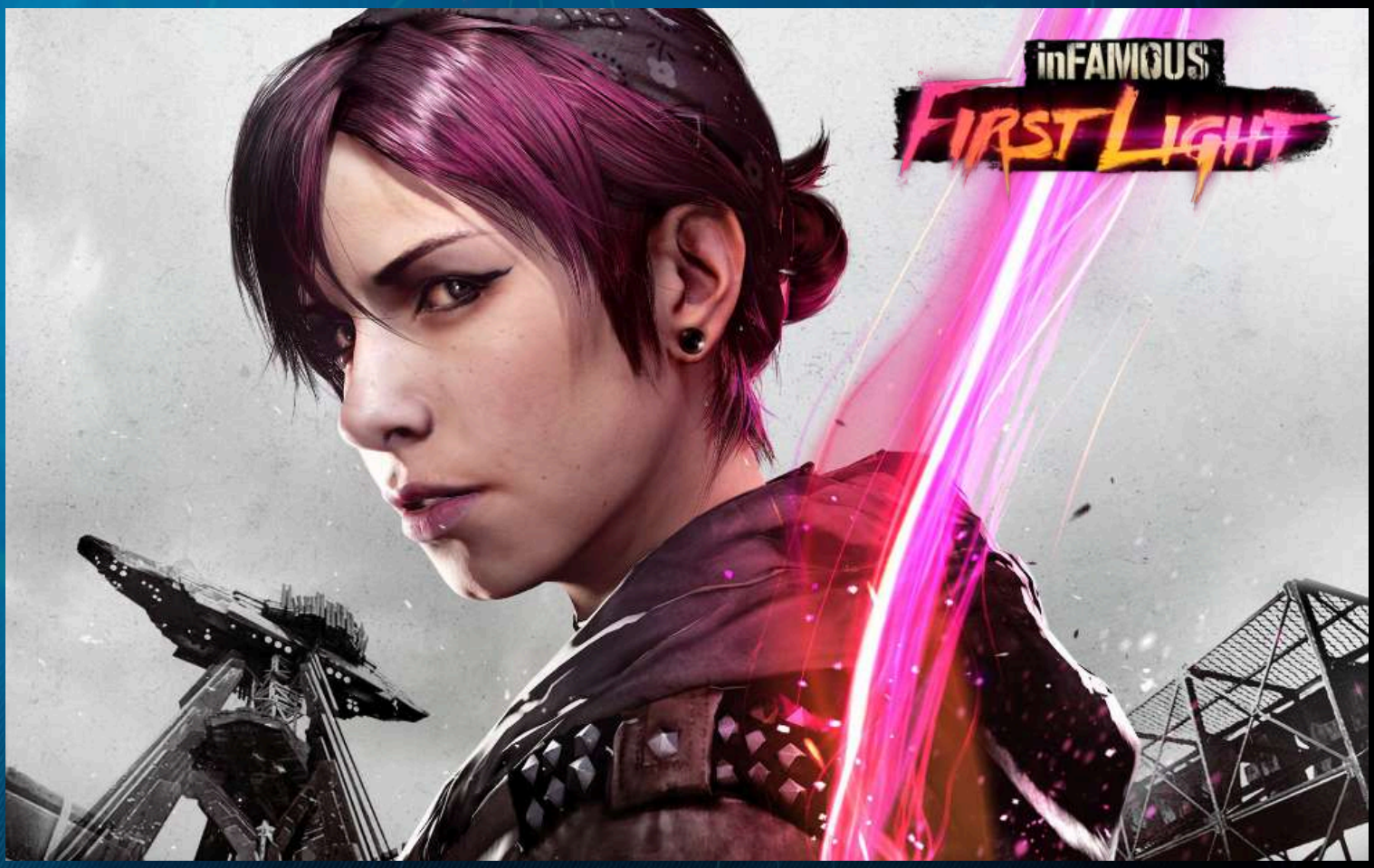


THE PLAYER CAN USE THEIR NEON POWERS TO DEFEAT ENEMIES AND TRAVERSE THE ENVIRONMENT WHILE COMPLETING THE GAME'S LEVELS.

THE GAME PRIMARILY TAKES PLACE IN THE STREETS OF A FICTIONALIZED VERSION OF SEATTLE AND IN AND AROUND THE PRISON, CURDUN CAY.

inFAMOUS FIRST LIGHT

GAMER



INFAMOUS: FIRST LIGHT RECEIVED GENERALLY MIXED REVIEWS FROM CRITICS, WHO PRAISED THE PROTAGONIST FETCH, WITH SOME COMMENTING THAT SHE WAS A BETTER CHARACTER COMPARED TO SECOND SON PROTAGONIST DELSIN, WHILE THE VISUALS, CONTROLS, GAMEPLAY, AND CHALLENGE ARENAS WERE ALSO COMMENDED.

CRITICISM WAS AIMED TOWARDS THE GAME'S STORY AND COMBAT MECHANICS.

inFAMOUS FIRST LIGHT

GAMER

INDIE GAME PREVIEW

DARK LIGHT IS A POST-APOCALYPTIC CYBERPUNK ACTION-PLATFORMER WITH INTENSE HACK'N SLASH COMBAT.

EXPLORE THE UNKNOWN, ENHANCE YOUR ABILITIES WITH CYBER-WARES, AND FACE OFF AGAINST SUPERNATURAL ENTITIES TO SEAL THE DARK VOID AND END THE ETERNAL DARKNESS.

DARK LIGHT IS A RIVETING SOULS-LIKE GAME FEATURING FAST-PACED COMBAT IN A POST-APOCALYPTIC WORLD.

GEAR
RADIOACTIVE CHEST OF DESTRUCTION
CYBER PECTORAL IMPLANTS | UNIQUE !
+4 Ranged ice damage
+50 Melee poison damage
+35% Poison resistance
+1% All elemental resistance
+10 Strength
+10 Agility
+20% Blood skill damage
+30% Melee poison damage
Level 1 Slice and dice upgrade
4% chance to cast a level 1 poison nova on hit
CYBERNETIC

GAMER

INDIE GAME PREVIEW

IN THE AFTERMATH OF THE APOCALYPSE, THE WORLD IS SHROUDED IN AN IMPENETRABLE DARKNESS, A REALM NOW HOME TO CREATURES BIRTHED FROM THE DARK VOID.

AS THE LAST OF THE DARK HUNTERS, AN ELITE CADRE OF HUMAN WARRIORS, YOU ARE ENTRUSTED WITH A DAUNTING TASK: TO SEAL THE DARK VOID AND RESCUE HUMANITY FROM AN IMPENDING DOOM.

GAMER

INDIE GAME PREVIEW

VENTURE INTO THE HEART OF THIS DARKNESS, INTO THE MYSTERIOUS AND PERILOUS ZONES NOW CLAIMED BY THE NIGHT.

AUGMENT YOUR ABILITIES WITH CYBER WARES, FACE THE SUPERNATURAL ENTITIES THAT LURK IN THE SHADOWS, AND ENGAGE IN BRUTAL COMBAT AGAINST HORDES OF FEROCIOUS CREATURES.

COLLECT THEIR ENERGY SHARDS, JOIN A FACTION, UNLOCK SKILLS, AND FACE EPIC BOSSES IN YOUR RELENTLESS PURSUIT TO HALT THE CYCLE OF ETERNAL DARKNESS.

GAMER

INDIE GAME PREVIEW

UNVEILING UNIQUE VISUALS AND DYNAMIC WORLD:

IMMERSE YOURSELF IN THE CHOICE OF PIXEL MODE OR CINEMATIC MODE, GRANTING A NOSTALGIC PIXEL AESTHETIC OR VISUALLY STRIKING EXPERIENCE.

EXPLORE 6 DISTINCT BIOMES WHERE ENEMIES AND TEMPORARY POWER-UPS CONTINUOUSLY EVOLVE WITH EACH PLAY THROUGH. OVERCOME 14 MAJOR BOSSES, NUMEROUS ELITES, AND MINI-BOSSES TO ACQUIRE VALUABLE LOOT AND UPGRADE MATERIALS.

AVAILABLE ON STEAM, PLAYSTATION 5 AND XBOX SERIES X//S.

ARMED AND DANGEROUS GAMER

ARMED AND DANGEROUS IS A 2003 SHOOTER VIDEO GAME CREATED BY PLANET MOON STUDIOS AND RELEASED BY LUCASARTS.

ARMED AND DANGEROUS IS A THIRD-PERSON SHOOTER ACTION GAME, THE CAMERA HOVERING BEHIND ROMAN, THE PLAYER CHARACTER, AT ALL TIMES.

THE GAME IS PLAYED MOSTLY ON FOOT, WITH MOST LEVELS INCORPORATING USABLE GUN EMPLACEMENTS, ALTHOUGH THERE ARE SOME BASE DEFENSE LEVELS WHERE THE PLAYER IS INSIDE A MOVABLE GUN TURRET MOUNTED ON RAILS ON TOP OF A DEFENSIVE WALL; THESE LEVELS ARE PLAYED IN FIRST-PERSON.

ARMED AND DANGEROUS GAMER

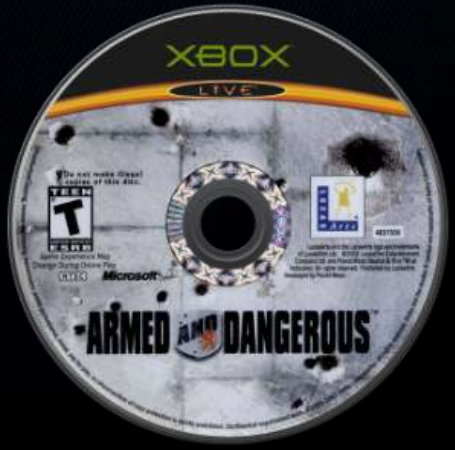
PLAYABLE WEAPONRY AND EQUIPMENT IN THE GAME IS A MIX OF SHOOTER STAPLES, INCLUDING BOLT-ACTION AND SNIPER RIFLES, SUB MACHINE GUNS AND ROCKET LAUNCHERS.

BUT ALSO MORE UNUSUAL FARE LIKE THE 'LAND SHARK GUN', WHICH FIRES INTO THE GROUND A RAPIDLY MATURING INFANT LAND SHARK A CREATURE THAT 'SWIMS' THROUGH THE EARTH, SEEKING OUT AND DEVOURING ENEMIES.

ARMED AND DANGEROUS

ARMED AND DANGEROUS GAMER

OTHER UNUSUAL DEVICES INCLUDE A MINIATURE BLACK HOLE, A GAS GRENADE THAT TURNS ENEMIES AGAINST EACH OTHER, AND A DEVICE THAT TEMPORARILY REVERSES GRAVITY, CAUSING ENEMIES TO 'FALL' INTO THE SKY AND LITERALLY TURNING THE WORLD UPSIDE-DOWN BEFORE THE DEVICE SHUTS DOWN.



ARMED AND DANGEROUS GAMER

IN THE FANTASY WORLD OF MILOLA, THREE OUTCASTS KNOWN AS THE LION HEARTS – ROMAN, Q, AND JONESY – HEAD TO THE ARCTIC BERGOG WASTELAND TO RECRUIT A SMALL BLIND MAN BY THE NAME OF REXUS WHO THEY THINK THEY MIGHT NEED HIM TO PULL OFF THE PERFECT HEIST: STEAL THE LEGENDARY BOOK OF RULE, A MAGICAL BOOK THAT OFFERS SUPREME POWER FOR ANYONE WHO USES IT.

ARMED AND DANGEROUS RECEIVED "GENERALLY FAVORABLE REVIEWS.

CONTROL IS A 2019 ACTION-ADVENTURE GAME DEVELOPED BY REMEDY ENTERTAINMENT AND PUBLISHED BY 505 GAMES.

THE GAME WAS RELEASED FOR PLAYSTATION 4, WINDOWS, AND XBOX ONE IN AUGUST 2019, AND FOR PLAYSTATION 5 AND XBOX SERIES X/S IN FEBRUARY 2021.

CLOUD-BASED VERSIONS FOR THE NINTENDO SWITCH AND AMAZON LUNA WERE RELEASED IN OCTOBER 2020, FOLLOWED BY A VERSION FOR STADIA IN JULY 2021.

TWO PAID DOWNLOADABLE EXPANSIONS HAVE BEEN RELEASED.

CONTROL

CONTROL REVOLVES AROUND THE FEDERAL BUREAU OF CONTROL.

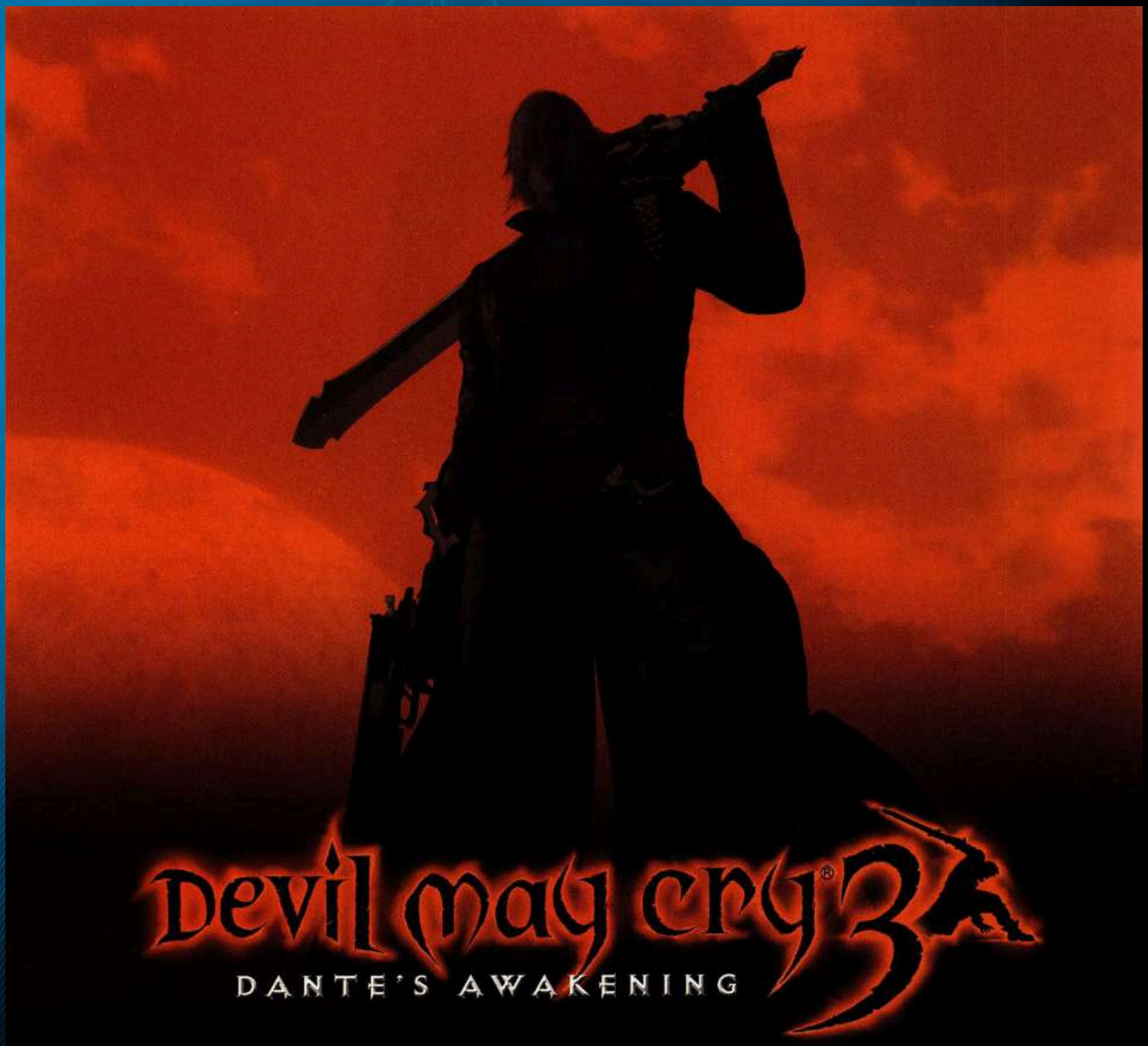
A SECRET U.S. GOVERNMENT AGENCY TASKED WITH CONTAINING AND STUDYING PHENOMENA THAT VIOLATE THE LAWS OF REALITY.

JESSE FADEN THE BUREAU'S NEW DIRECTOR.

THE PLAYER EXPLORES THE OLDEST HOUSE – THE FEDERAL BUREAU OF CONTROL PARANORMAL HEADQUARTERS – AND UTILIZES POWERFUL ABILITIES TO DEFEAT A DEADLY ENEMY KNOWN AS THE HISS, WHICH HAS INVADED AND CORRUPTED REALITY.

THE PLAYER GAINS ABILITIES BY FINDING OBJECTS OF POWER, MUNDANE OBJECTS LIKE A ROTARY PHONE OR A FLOPPY DISK IMBUED WITH ENERGIES FROM ANOTHER DIMENSION, THAT HAVE BEEN AT THE CENTER OF MAJOR PARANORMAL EVENTS AND SINCE RECOVERED BY THE FEDERAL BUREAU OF CONTROL.

UPON RELEASE, CONTROL RECEIVED POSITIVE REVIEWS FROM CRITICS, WITH SEVERAL GAMING PUBLICATIONS NAMING IT AMONG THEIR TOP GAMES OF 2019.



March 2005

devilmaycry.com

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

PlayStation.2

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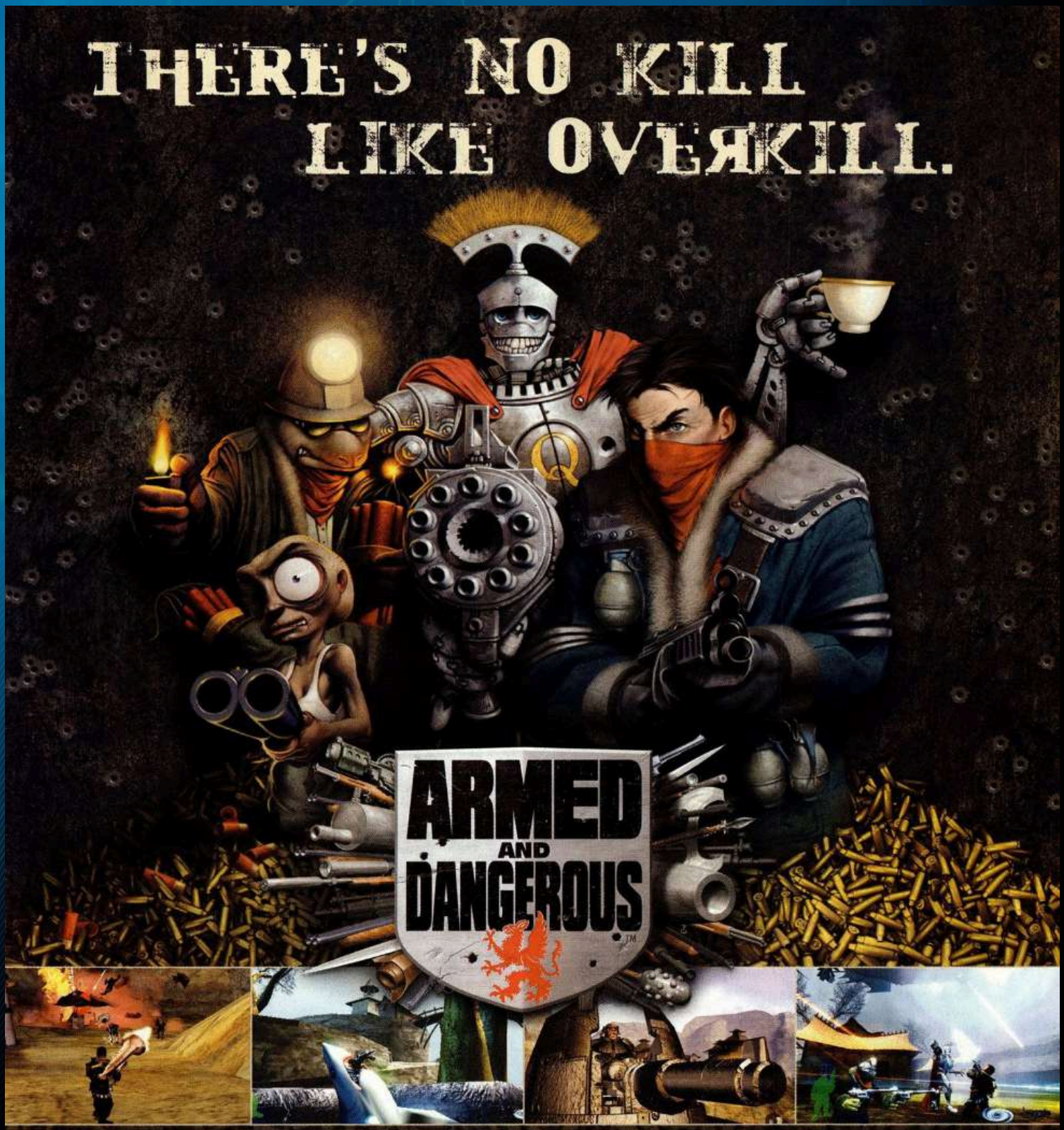

Meet the Lionhearts. A smack-talking rag-tag band of rebels bound on an impossible quest. With an arsenal of outrageous weapons, they're destined for victory in 12,000 bullets or less. If they can make it through an army of psychotic robots and wall-smashing Goliaths, they just might save the world...if they don't burn it down first.

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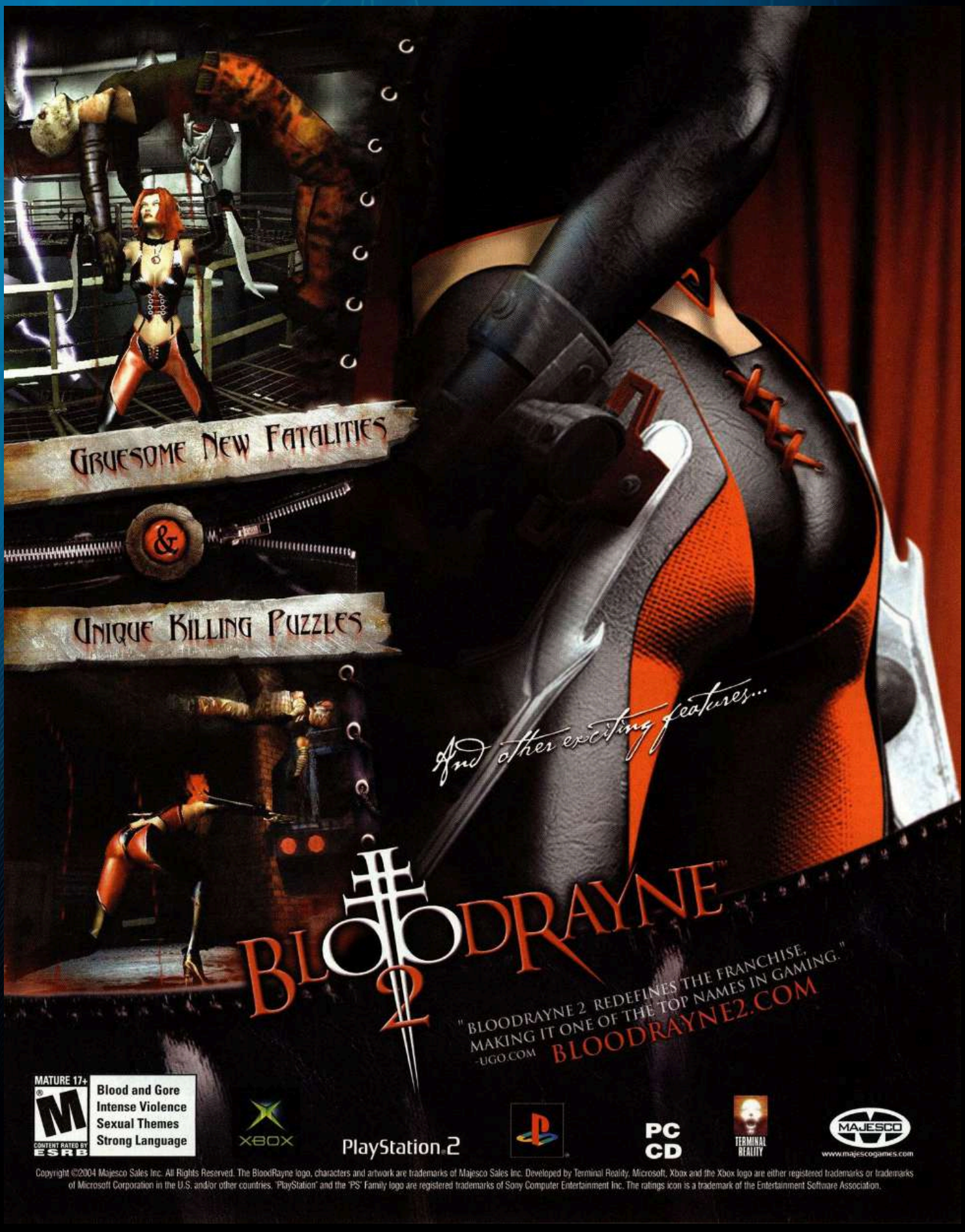

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"Scored 9.0, 9.5 And 10 Out Of 10. Awarded Editor's Choice: Gold"
-Electronic Gaming Monthly

"MGS3 Looks Astounding, From Its Inspiration To Its Story To Its Gameplay."
-GameSpy.com

"5 Out Of 5"
-Official PlayStation Magazine

"10 Out Of 10"
-PlayStation Magazine

"The Finest Installment In Konami's Acclaimed Stealth-Espionage Series."
-Electronic Gaming Monthly

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Blood and Gore
Intense Violence
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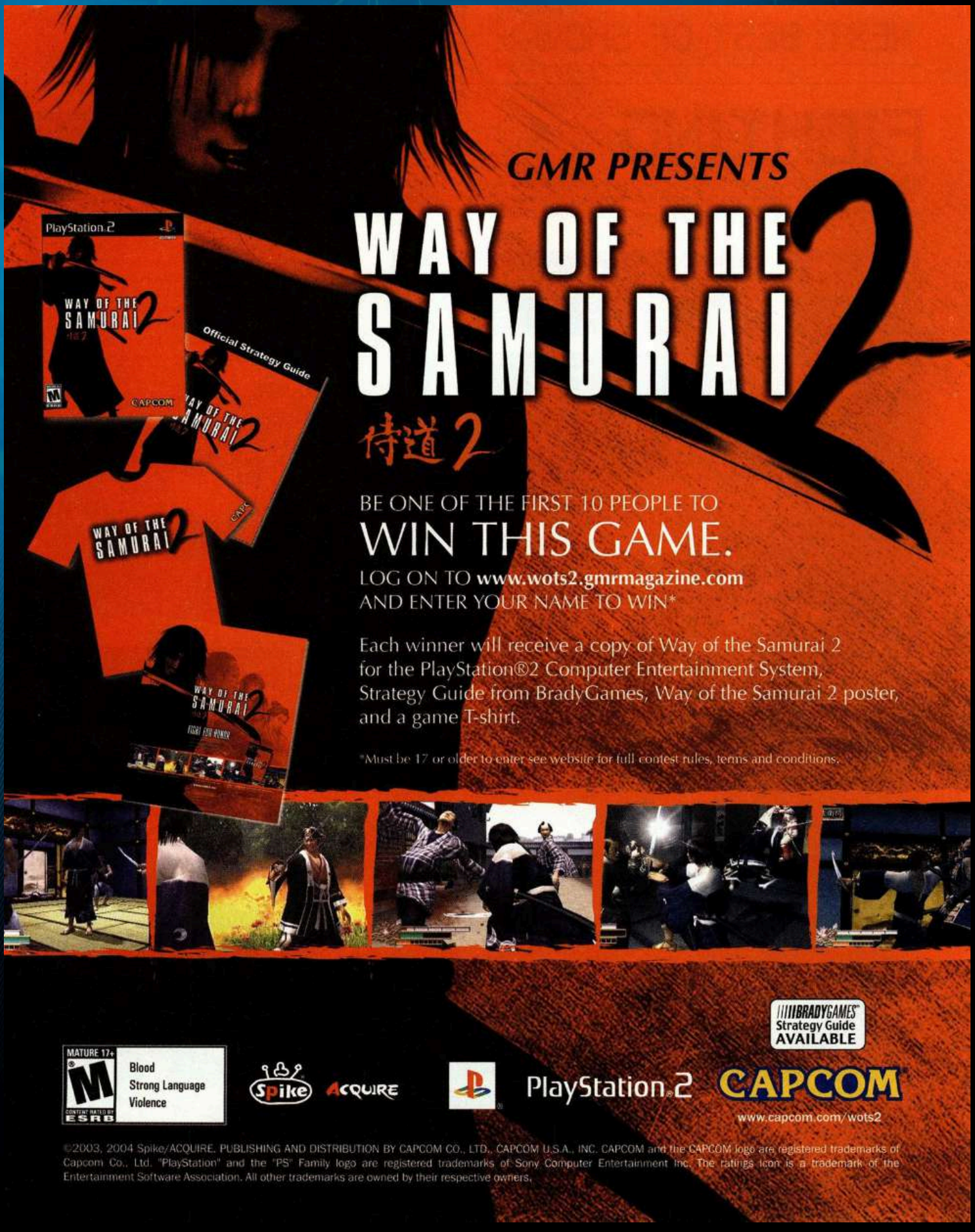
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